



Web Design & Interactive Media

To do business these days, companies, organizations, government, educational institutions, and even small businesses are realizing that having websites or interactive tools are essential to both attract new customers while also maintaining current customer loyalty.

These interactive tools can consist of websites or applications to be used on social media websites such as Facebook, flicker or even Myspace. These new interactive tools need to combine design and technology while being dynamic, appealing, interactive, and extremely user-friendly.

Pursue a bachelor's or associate's degree in Interactive Media & Design and you'll have industry professionals with solid grounding in this field who teach hands-on classes such as web design, layout, typography and navigation, web scripting and programming, interactive motion graphics, streaming audio and video for the web, virtual tours and 3-D modeling, along with the fundamental business principles of copyright law, project management, and marketing.

Combining artistic skills with technical know-how you will know to use industry current software such as Dreamweaver, Flash, Fireworks, Image Ready and the full range of Adobe® software.

When you graduate you'll have a dynamic digital portfolio to help you seek entry-level positions in the Interactive Media industry such as Web designer, Interactive Media Designer or Developer, or Web producer.



Left to Right
This Page - Michael Araica, Iris F. Lopez, Todd Spilker
Opposite Page - Jason Smith, Jason Smith, Jennifer Grau



Associate of Science

The Associate of Science in Web Design & Interactive Media prepares graduates to seek entry-level positions in many diverse areas such as multimedia scriptwriter, multimedia production assistant, web designer, and web programmer. The program gives students a solid foundation in design skills with an emphasis on interactive and PC screen design. Students are also prepared to use the tools necessary to create interactive content that plays on disk or on a web browser. An introduction to scripting and programming skills related to content development are covered. The length of the program is seven [7], eleven [11] week quarters.

Recommended Course Sequence

[Credits, Course Title, Course Number]

FIRST QUARTER

- 3 Project Management [DIG1561]
- 3 Computer Graphics [GRA1852C]
- 3 Introduction to Audio Recording [RTV1213C]
- 3 Computer Science* [CGS1160C]
- 3 English Composition* [ENC1101]

SECOND QUARTER

- 3 Design Basics [ART1201C]
- 3 Basic Web Design [CGS2800C]
- 3 Digital Graphic Production [PGY1892C]
- 3 General College Math* [MGF1211]
or Discrete Mathematics* [MAD1104]
or College Algebra* [MAC1105]
- 3 Team Effectiveness* [SPC1016]
or Principles of Public Speaking* [SPC1600]
or Interpersonal Communication* [COM1041]

THIRD QUARTER

- 3 Introduction to Scripting and Programming Languages [COP1845C]
- 3 Design Concepts for Interactive Media [DIG1135C]
- 3 Introduction to Psychology [PSY2012]
or Introduction to Sociology [SYG2000]
- 3 Topics for Composition* [ENC1145]
or Introduction to Literature* [ENC1102]
or The Short Story* [LIT1020]
- 3 Program Elective

FOURTH QUARTER

- 3 Photography Techniques [PGY1103C]
- 3 Media Law [GRA2412]
- 3 Introduction to User Centered Design [GRA2130C]
- 3 Writing for Interactive Media [RTV2107]
- 3 Fundamentals of Biological Science* [BSC1001]
or Fundamentals of Physical Science* [ISC1004]

FIFTH QUARTER

- 3 Interactive Motion Graphics [CGS3875C]
- 3 Intermediate Web Design [CGS3803C]
- 3 Desktop Video [DIG2201C]
- 3 Film Appreciation* [FIL2000]
- 3 Art Appreciation* [ARH2000]
or Theater Appreciation* [THE2000]

SIXTH QUARTER

- 3 Audio for Interactive Design [DIG2250C]
- 3 Web Marketing [MAR2720]
- 3 Interface Design [DIG3103C]
- 3 Program Elective
- 3 Program Elective

SEVENTH QUARTER

- 3 Digital Media/Interactive Portfolio [DIG2590C]
- 3 Net Broadcasting [DIG4144C]
- 3 Web imaging Technologies [DIG3773C]
- 3 Professional Development [SLS3355]
- 3 Program Elective

Total Core Credits Required	66
General Education Credits Required(*)	27
Program Electives	12
Credits Required for Graduation	105



Bachelor of Science

The Bachelor of Science in Web Design & Interactive Media prepares graduates to seek entry into the field in many areas such as multimedia producer, multimedia programmer, multimedia scriptwriter, computer-based training designer, web designer, and web programmer. The program gives students a solid foundation in design skills with an emphasis on interactive and PC screen design. Students are also prepared to use the tools necessary to create interactive content that plays on disk or web browser. Scripting and programming skills related to content development are utilized. The length of the program is twelve [12], eleven [11] week quarters.

Recommended Course Sequence

FIRST QUARTER [Credits, Course Title, Course Number]

- 3 Project Management [DIG1561]
- 3 Computer Graphics [GRA1852C]
- 3 Introduction to Audio Recording [RTV1213C]
- 3 Computer Science* [CGS1160C]
- 3 English Composition* [ENC1101]

SECOND QUARTER

- 3 Design Basics [ART1201C]
- 3 Basic Web Design [CGS2800C]
- 3 Digital Graphic Production [PGY1892C]
- 3 General College Math* [MGF1211]
 - or Discrete Mathematics* [MAD1104]
 - or College Algebra* [MAC1105]
- 3 Principles of Public Speaking* [SPC1600]
 - or Interpersonal Communication* [COM1041]

THIRD QUARTER

- 3 Introduction to Scripting and Programming Languages [COP1845C]
- 3 Design Concepts for Interactive Media [DIG1135C]
- 3 Introduction to Psychology* [PSY2012]
- 3 Topics for Composition* [ENC1145]
- 3 Program Elective

FOURTH QUARTER

- 3 Photography Techniques [PGY1103C]
- 3 Media Law [GRA2412]
- 3 Writing for Interactive Media [RTV2107]
- 3 Introduction to User Centered Design [GRA2130C]
- 3 Fundamentals of Biological Science* [BSC1001]
 - or Fundamentals of Physical Science* [ISC1004]

FIFTH QUARTER

- 3 Interactive Motion Graphics [CGS3875C]
- 3 Web Marketing [MAR2720]
- 3 Desktop Video [DIG2201C]
- 3 Intermediate Web Design [CGS3803C]
- 3 Team Effectiveness* [SPC1016]

SIXTH QUARTER

- 3 Audio for Interactive Design [DIG2250C]
- 3 Interface Design [DIG3103C]
- 3 Principles of Macroeconomics* [ECO2013]
- 3 Film Appreciation* [FIL2000]
- 3 Introduction to Literature* [ENC1102]
 - or English Elective*

SEVENTH QUARTER [Credits, Course Title, Course Number]

- 3 Introduction to Dynamic Scripting [COP3846C]
- 3 Advanced Web Design [DIG4593C]
- 3 Web Imaging Technology [DIG3773C]
- 3 Database Concepts [CGS2540C]
- 3 Introduction to Sociology* [SYG2000]

EIGHTH QUARTER

- 3 Interactive Motion Scripting [DIG4784C]
- 3 Digital Interactive Authoring [RTV4268C]
- 3 Intermediate Web Scripting [COP4111C]
- 3 Net Broadcasting [DIG4144C]
- 3 Art Appreciation* [ARH2000]
 - or Theater Appreciation* [THE2000]

NINTH QUARTER

- 3 Designing for Dynamic Sites [DIG4123C]
- 3 Senior Project Research & Programming [CAP4970C]
- 3 Advanced Web Scripting [COP4813C]
- 3 Internship [SLS4943]
- 3 Principles of Aesthetics* [PHI3800]

TENTH QUARTER

- 3 Interactive Action Scripting [DIG4315C]
- 3 Senior Project – Application & Defense [CAP4971C]
- 3 Multimedia Production and Design Group [DIG4591C]
- 3 Foundations of Physics* [PHY2020C]
- 3 General Education Elective*

ELEVENTH QUARTER

- 3 E-learning Design [EME4610C]
- 3 Advanced Interface Design [DIG4781C]
- 3 Application Quality and Assurance [DIG4594C]
- 3 Program Elective (3000-4000 level)
- 3 General Education Elective*

TWELFTH QUARTER

- 3 Professional Development [SLS3355]
- 3 Digital Media/Interactive Digital Portfolio [CAP4972C]
- 3 Program Elective (3000-4000 Only)
- 3 Program Elective (3000-4000 Only)
- 3 General Education Elective*

Total Core Credits Required	114
General Education Credits Required(*)	54
Program Electives	12
Credits Required for Graduation	180

Left to Right
Alejandro Montoya, Alejandro Montoya, Ryan Kohler



Top to Bottom
 Matias Panela, Zachary Ensign, John Faur